

# GI JOE

A REAL AMERICAN HERO®

- 1-4 Players
- Kit
- Horizontal Monitor
- Buy-in & Continuation

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## KONAMI®

KONAMI INC. • 900 Deerfield Parkway • Buffalo Grove, IL 60089-4510  
Phone (708) 215-5100 • FAX (708) 215-5144 • Telex: 6871385 KONAMI UW

This product is marketed in NZ under an exclusive distribution licence held by Coin Cascade Ltd.

# TIME OUT

## KONAMI® X-MEN®

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Join the war against crime!

# GUARDIANS OF THE 'HOOD

Three gangs have taken over your once-peaceful neighborhood.

Your job: break them up and convert their evil bosses to your side. Only then can you begin to regain your city — and unmask the shocking identity of "Mr. Big."

*GUARDIANS OF THE 'HOOD* is a two- or three-player game of hard-hitting action. From closed-in gym waves to wide-open street scenes, *GUARDIANS OF THE 'HOOD* gives you the best of both worlds — head-to-head and side-scrolling game play!

Grab parking meters, garbage cans, newspaper stands, even car fenders off the street and use them in your battles!

Play up to seven different characters, each with a unique fighting talent.

A joystick and five-button controls are used in combination to provide each fighter with over 35 different moves — plus a devastating Power Move and special "Magic" for each fighter!

Get into non-stop action with *GUARDIANS OF THE 'HOOD*!

**PIT-FIGHTER  
TRADE-IN SPECIAL!**  
See your Atari Distributor  
for details!



Select from 4 heroes or from 3 gang bosses that you convert to your side.



Earn stars in the Gym Wave to enhance your Power Move.



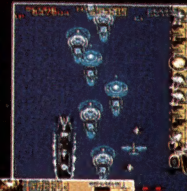
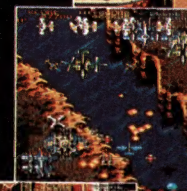
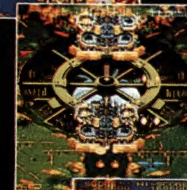
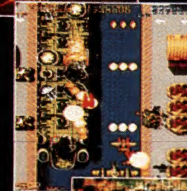
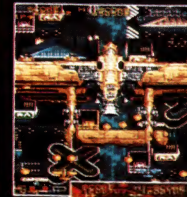
High-kicking Tanya shows no mercy!

**ATARI  
GAMES**

675 Sycamore Dr.  
P.O. Box 361110  
Milpitas, CA 95035  
408/434-3700

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## The Air Battle Of The Century Has Begun.



- Vertical 2-player simultaneous JAMMA-compatible conversion kit.
- Players venture through thirty combat-filled sorties.
- Five power-up levels with multiple armament configurations.
- Spectacular graphics and digital sound with speech.
- Developed by Capcom and distributed by Romstar — the team that makes it happen!

# VAT1H OPERATION THUNDERSTORM ROMSTAR, INC.

22857 Lockness Avenue, Torrance, CA 90501 ■ (310) 539-2744 ■ Fax (310) 539-3626

© 1991 CAPCOM USA, INC. MANUFACTURED UNDER LICENSE BY ROMSTAR, INC.

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## CLASSIFIEDS

### BUY

Terminator Pinballs  
Call: (03) 338-1411

### SELL/SWAP

Off Road - three player unit  
(ex Amusement machine supplies)

- good condition
- Seel or swap for some pcb's.

Call: (06) 358-0747

### SELL

- Splatter House \$600
- N.Z. Story \$300
- Bubble Bobble \$700
- Hammering Harry \$500
- Twin Cobra

(looms included)

- Purchase any TWO GAMES and receive a 'Gun Dealer' pcb FREE

Call: Your local agent(2)

### BUY

Raiden pcbs required  
Birdy Try pcbs required  
Call: Your local agent (4)

### SELL

#### Buttons

Complete with microswitch - \$2.00 each  
American Controls - \$15.00 each  
Call: Your local agent (4)

### SELL

2nd hand cabinets  
20" Robtech Cabinets with  
series 1 mech \$900  
26" Hong Kong designed cabinets  
(AVE mach)  
- only 6 months old \$2000  
Quiz Master (legal payout machine) \$800

Call: Your local agent (2)

### SELL

- Dangar
- POW
- Defender
- Ghosts & Goblins
- Twin Cobra
- All offer considered

Call: Your local agent (4)

### WANTED

Lists of second hand pinballs to advertise  
to intended buyers.  
Call: (03) 338-1411



Auckland/Northland: Auckland Coin Sales Ph (09) 524-8770 Fax (09) 524-5773  
Central N/I: Robert Briggs Ph(073) 463-783 Fax (073) 463-784  
Lower N/I: Mike De Ruyter Ph (04) 569-9107 Fax (04) 569-9107  
South Island: Gary Walker Ph (03) 338-1411 Fax (03) 338-1410

## TEST REPORTS

### Australia

#### Dedicated Games

1. Konami 'X-Men'
2. Namco 'Starblade'
3. Atari 'Mad Dog McCree'
4. Jaleco 'B.O.T.S.S.'
5. Midway 'Terminator 2' Gun
6. Namco 'Final Lap 2'
7. Sega 'Rad Rally'
8. Sega 'Air Rescue'
9. Taito 'Sonic Blastman'
10. Atari 'Steel Talons'

#### Conversion Games

1. Capcom 'Streetfighter II' CE
2. Seibu 'Soccer'
3. Capcom 'Streetfighter II'
4. Capcom 'Knights of the Round'
5. Konami 'G.I. Joe'
6. Konami 'Asterix'
7. Capcom 'Captain Commando'
8. SNK Neo Geo 'Soccer Brawl'
9. SNK Neo Geo 'Fatal Fury'
10. Capcom 'King Of Dragons'

#### Pinballs

1. Williams 'The Getaway'
2. Bally 'The Addams Family'
3. Williams 'Terminator 2'
4. Bally 'Party Zone'
5. Bally 'Gilligan's Island'
6. Bally 'Dr. Dude'
7. Williams 'Hurricane'
8. Williams 'Earth Shaker'
9. Bally 'Harley Davidson'
10. Williams 'The Machine'

### USA

#### Upright videos

1. Capcom 'Streetfighter II' CE
2. Midway 'Terminator 2'
3. Konami 'Sunset Raiders'
4. Taito 'Double Axle'
5. Namco 'Steel Gunner'

#### Deluxe Videos

1. Konami 'X-men'
2. Atari 'Steel Talons'
3. Atari 'Race Drivin'
4. Atari 'Hard Drivin'
5. Sega 'Galaxy Force'

#### Video Software

1. Capcom 'Streetfighter II'
2. Atari 'Relief Pitcher'
3. 'Knights of the Round'
4. Midway 'Total Carnage'
5. Strat 'Rim Rockin B-Ball'
6. Technos 'Wrestle Fest'
7. Namco 'Steel Gunner 2'
8. SNK 'Fatal Fury'
9. SNK 'Baseball Stars 2'
10. SNK 'Ninja Commando'

#### Pinballs

1. Midway 'Addams Family'
2. Williams 'Terminator 2'
3. Williams 'Getaway'
4. Williams 'The Machine'
5. Williams 'Hurricane'
6. Gottlieb/Premier 'Surf 'n Safari'
7. Williams 'Fun House'
8. Data East 'Hook'
9. Data East 'Star Trek'
10. Gottlieb/Premier 'Super Mario Bros.'

### Japan

#### Conversion Games

1. Capcom 'Streetfighter II' CE
2. Video Systems 'Aero Fighter'
3. Capcom 'Streetfighter II'
4. SNK 'Baseball Stars 2'
5. Strat/Techmo 'Rim Rockin' B-Ball'
6. Namco 'Cosmo Gang, the Video'
7. Sun Electronics 'Shanghai II'
8. Dynax 'Quiz TV Variety Show'
9. Data East 'Wizard Fire (Dark Seal II)'
10. Namco 'Super World Stadium'

#### Upright/Cockpit Videos

1. Midway 'Terminator 2'
2. Namco 'Driver's Eye'
3. Capcom 'Grand Prix Star'
4. Namco 'Final Lap 2 (Deluxe)'
5. Sega 'Rail Chase'
6. Taito 'Double Axle'
7. Sega 'F1 Exhaust Note'
8. Sega 'Air Rescue'
9. Namco 'Final Lap 2 (Standard)'
10. Namco 'Steel Gunner 2'

#### Pinballs

1. Williams 'Hurricane'
2. Premier 'Surf'n Safari'
3. Data East 'Hook'
4. Williams 'Terminator 2'
5. Data East 'Star Trek'



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seibu

# SEIBU-CUP SOCCER™

**NOW  
ON  
SALE!**

Maximum of 4 persons  
can play simultaneously  
and can join the game in process

**HOT AND EXCITING  
"SEIBU CUP SOCCER" IS COMING UP!!**



•Colorful and strong teams  
and characters



•Supercharging "P.K. fight"  
demands the uninterrupted  
attention of the player at  
all times



•Display with exciting and  
powerful stage effects



•Easy to play so everyone  
can play

This product is marketed in NZ under an exclusive distribution licence held by Coin Cascade Ltd.

## The Legend Lives On...

DRAGON'S LAIR II™ from Leland Corporation is more than an exciting sequel to the hit arcade game. With 3 years of work on completely new animation art, DRAGON'S LAIR II™ explores an exciting new dimension in interactive video: Time Travel!

Dirk The Daring returns from the original saga to rescue Princess Daphne who has been abducted by the evil Wizard Mordroc. But there's a new twist this time: Daphne has been spirited away by Mordroc and Dirk must brave the perils of time itself to save her! With the aid of a decrepit Time Machine, Dirk leaps from one colorful venue to another in his quest to save Daphne: Dirk's Forest Hovel, Craggs of Mordroc, Garden of Eden, Beethoven's Studio, Looking Glass Land, Tombs of Egypt, Cobra's Treasure Lair, and Castle Mordroc.

With a trim new cabinet that will fit in the most modest location, DRAGON'S LAIR II™ is a one-player game that can be played by two persons in a alternating mode with additional coin input.

The hardware that drives the disc is also TOTALLY NEW and state-of-the-art. The highest quality animation art is perfectly matched with the latest advances in laser disc technology.

DRAGON'S LAIR II™ from Leland Corporation in conjunction with Sullivan Bluth, the animators of Dragon's Lair, is a product you can trust to be of the highest quality and a game that will not only delight you, but will also keep that ROI rolling in year after year.

Take this opportunity to own the NEWEST CLASSIC. It will most assuredly stand the test of time... Legends really do live on!



Cabinet: 76"h, 37"d, 29"w  
Crated: 80"h, 39"d, 32"w  
Weight: 300 lbs. crated

Monitor: 25" Wells-Gardner  
Horizontal Mount

The Leland Corporation  
1841 Friendship Drive  
El Cerrito, CA 94520  
619-562-7000 FAX: 619-562-9468

*Leland*  
CORPORATION

©1991 The Leland Corporation  
Sullivan Bluth Interactive Media, Inc.  
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## COIN CABINETS/PARTS

### DRIVER PARTS

Steering Wheels	
Gearsticks	\$110.00
Atari steering combs	\$35.00
Outrun steering springs	\$20.00
Taito gear stick (for SCI/Chase HQ) - metal	\$45.00
Taito gear stick buttons	\$25.00
Taito steering motors/gearbox	\$400.00
Sega 5k pots (suitable drivers/guns)	\$48.00

### TOYS

Standard Size	\$2.55
200 plus	\$2.45
600 plus	\$2.40
Jumbo Size	\$9.00

### AIR HOCKEY TABLES

Pucks	\$12.00
Bats	\$25.00
Plastic Shields	\$140.00

## PINBALL PARTS

### FLIPPER

Flipper base assemble (B13104)	\$18.00
End of Stroke switch (03-7811)	\$13.00
Coil stop assemble (A12-111)	\$8.00
Coil bracket (01-7695)	\$8.00
Coil plunger spring (10-376)	\$3.00
Coil (FL-11630)	\$35.00
Coil Sleeve	\$2.00
Coil Bushing (03-7568)	\$6.00
Pawl Assembly	\$40.00
Flipper crank	\$8.00
Flipper link (03-8050-1)	\$3.00
Flipper link assembly	\$15.00
Flipper & Shaft complete	\$25.00

### JET BUMPER ASSEMBLY

Bumper ring assy. (A-4754)	\$12.00
Bumper Base (03-6009-A5)	
Bumper Wafer (03-6035-4)	\$5.00
Bumper Body (03-7443-5)	\$8.00
Bumper Cap (03-8254-9)	\$10.00
Coil (AE-26-1200)	\$20.00

### DISPLAYS

7 Digit alpha/numeric	\$170.00
16 Digit alpha/numeric	\$240.00
6 Digit gas discharge	\$90.00
7 Digit gas discharge	\$95.00

### BALL SHOOTER

Shooter Spring	\$5.00
Rod Spring	\$4.00
Shooter Housing	\$50.00
Rubber Shooter tip	\$1.00
Rod Assembly	\$30.00
Ball Shooter Sleeve	\$4.00

### RUBBERS

Flipper - new long life	\$4.00
Flipper - standard	\$2.00
Plunger tips	\$1.00
Rubbers:-	

Size	Unit	10+	Size	Unit	10+
3/4"	1.30	\$11	3"	\$2	\$18
3/8"	1.30	\$11	3 1/2"	\$3	\$28
1"	1.90	\$16	4"	\$4	\$38
1 1/4"	1.90	\$16	4 1/2"	\$5.50	\$50
1 1/2"	1.90	\$16	5"	\$4	\$38
2"	\$2	\$18	5 1/2"	\$4	\$38
2 1/2"	\$2	\$18	6"	\$4	\$38

### BULBS

	Unit	10+
Wedge bulbs 14 volt	1.95	\$17.00
Wedge bulbs 6.3 volt	1.50	\$13.00
Standard	.90	\$7.00

### GENERAL PARTS

Pinball feet	\$12.00
Pinball front door lock/bracket	\$25.00
Pinball cash box	\$50.00
Drop Target return springs	\$1.50
Mini target microswitches	\$12.00
Ball Trough microswitch (5647-12693-08)	\$12.00
Posts	\$4.00
Pinball Kicker Armiture Links (03-8085)	\$2.00

## Comments

### WILLIAMS/BALLY:

Many operators will have been lured back into the pinball market with brilliant results over the last few months. With games like 'Terminator', 'Addams Family' and now 'Getaway' combined with \$1 play, this is clearly the growth area of our market.

Look for the new releases 'Black Rose', 'Fishtails', and 'Dr. Who' to continue this earnings trend.

### NEO-GEO:

SNK have now released their first 'new generation' neo-geo cartridge with enhanced memory and game earning. Game 34 and 35 confirm SNK's dedication to the world's premier 'system'.

### NEW GAMES:

With many manufacturers reluctance to release new games in competition with Capcom's 'Streetfighter 2 - Champion Edition', we have seen very few new games released. This month a choice few

have started to trickle out and word is that SNK's neo-geo system has allowed many of these game designers to release new games in a much more economic package.

### STREETFIGHTER 2 - CHAMPION EDITION COPIES:

These have now become available and will already be in N.Z. in some areas. Operators who have purchased 'original' pcb's can expect total legal backup from Coin Cascade and its agents.

### Easy ways to identify copies:

Because the copy companies have copied the American game in many cases there are significant differences between the game attract mode on the 'original' legal games and others. Full details page 10.



Auckland/Northland: Auckland Coin Sales Ph (09) 524-8770 Fax (09) 524-5773  
 Central N/I: Robert Briggs Ph (073) 463-783 Fax (073) 463-784  
 Lower N/I: Mike De Ruyter Ph (04) 569-9107 Fax (04) 569-9107  
 South Island: Gary Walker Ph (03) 338-1411 Fax (03) 338-1410





## NEW PCB's NOW IN STOCK

PRICE INCLUDES: MYLAR AND TWO PLAYER LOOM

### Streetfighter 2 Champion Edition

\$2690

(Capcom, 2 player, Jamma)

(This product is marketed in NZ under an exclusive distribution licence held by Coin Cascade Ltd.)

- The trilogy continues with this improved/updated version of the hit game from 1990.

### X-MEN

(Konami, 6 player dedicated) (This product is marketed in NZ under an exclusive distribution licence held by Coin Cascade Ltd.)  
- Dedicated 6 player cabinet with proven American and Australian test income

### GUARDIANS OF THE HOOD

\$2520

- New from Atari, this game utilises the same digitised graphics we saw in 'Pitfighter'. Each player controls his character by the use of a single control and five buttons.

- A top fighting game (Game review page 13)

### TANK FORCE

\$780

(Namco, 2 Player)

- An interesting Tank combat game that has proven to be a steady earner.

### G.I. JOE

(This product is marketed in NZ under an exclusive distribution licence held by Coin Cascade Ltd.)

(Konami, 1-4 players)

- Ideal conversion for some of the old TMNT, Sompons cabinets

### CUP SOCCER

\$2300

(This product is marketed in NZ under an exclusive distribution licence held by Coin Cascade Ltd.)

- From the company that bought us Raiden, this 1-4 player Soccer game will earn good money in N.Z.

- Review page 13

### NEO-GEO ONE SLOT KITS

(Complete with universal mother PCB, free game, loom, header mylar, perspex, meter and test switch.)

\$2230

### NEO-GEO TWO SLOT KITS

(All Neo-Geo games/products are marketed in NZ under an exclusive distribution licence held by Coin Cascade Ltd.)

(Complete with universal mother PCB, free game, loom, header mylar, perspex, meter and test switch.)

Now for the first time in N.Z. SNK have made available their two slot units in kit form.

Two slot kit complete with free game.

\$2650

Two slot kit complete with two games.

\$2800

(One of your choice and one of ours.)

### VARTH

\$2560

(2 Player, Jamma)  
(This product is marketed in NZ under an exclusive distribution licence held by Coin Cascade Ltd.)

- 1941 style combat testing well in the USA and Australia.  
- Game review page 9.

### NEO-GEO GAMES

(All Neo-Geo games/products are marketed in NZ under an exclusive distribution licence held by Coin Cascade Ltd.)

#### King of the Monsters II

- This is the first of the new breed of n/g games incorporating much more memory and game features.

- Game review page 9

#### Ninja Commando

- Martial arts fighting game  
- with special 'sub title features'

#### Baseball Stars 2

- The original popular baseball game with updates

#### Fatal Fury (Neo-Geo cabinets only)

- Top streetfighter II action  
- The best game to date



## COIN CABINETS/PARTS

### CONTROLS

Controls (Rotary type)	1 off	\$110.00
Controls (MCA) type	10 off	\$30.00
	50 off	\$28.00
		\$25.00

### BUTTONS

Button (MCA) type	1 off	\$6.00
	10 off	\$5.50
	50 off	\$5.00
Dummy buttons (plugs)	1 off	\$4.00
	10 off	\$3.00
		\$3.00

MCA button micro switches

### POWER SUPPLIES

-15 amp switch mode/subboard	1 off	\$110.00
	10 off	\$90.00
-15 amp switch mode	1 off	\$80.00
	10 off	\$70.00
- subboard with leds		\$30.00

### COIN MECHS - ELECTRONIC

NRI G13-1404		\$395
NRI G13-1002		\$300
NRI G13-0004		\$300
NRI Front plate only		\$30
Universal Credit PCB		\$110
Credit Display Units		\$75

### COIN MECHS - MECHANICAL

Coin Mechs (Video Game)	1 off	\$55.00
anit strimming	10 off	\$50.00
-Pinball Type (\$10)		\$50.00
-Pinball (\$10)	\$1 / \$2	\$75.00
mech return spring		\$4.00
Front stainless plate (chaston cabinets)		\$20.00
Ave coin mech (20c/50c)		\$130.00
	10 off	\$110.00
		\$12.00

Coin Mech. microswitches

### KORTEK TUBES/MONITORS

Tube/Monitor/Transform 26"	1 off	\$890.00
(Kortek Original)	10 off	\$790.00
Tube/Monitor/transform 20"	1 off	\$480.00
(Kortek Original)	10 off	\$430.00
Kortek 20" Tube		\$260.00
Kortek 20" Monitor		\$260.00
Kortek 26" Transformer		\$60.00
Kortek 26" Tube		\$495.00
Kortek 26" Monitor		\$455.00
TV 20" transformer		\$45.00

### CONTROL PANELS COMPLETE -

STANDARD OR 500m WIDE  
\* Available in different colours

Single Player complete		\$120.00
Double Player complete (3 button)		\$190.00
Double Player panel - neo geo style		\$230.00
Taito Japan (3 button)		\$200.00
Three Player complete (3button)		\$300.00
Four Player Panel Wooden		\$445.00
Four Player Panel Wooden/overlay		\$500.00
Four Player Panel - metal N/G		\$500.00
Panel Mylar Overlay		\$80.00
Streetfighter panel		\$250.00

### CONTROL PANELS/ METAL WORK

Single Player/Double Player		\$45.00
500m Wide		\$45.00
Double Player - neo geo style		\$75.00
Taito Japan		\$70.00
Three Player		\$90.00
Four Player wooden base/metal top		\$225.00
Four Player metal- neo geo style		\$275.00
Control Smooth Top bolts/nuts		\$1.00
Control Panel Clamps		\$ 8.50

### CABINET GLASSES

Screened		
20" standard		\$40.00
Unscreened		
20" standard		\$25.00
26" standard		\$30.00

### CABINET PARTS

Coin Counter complete with PCB		\$40.00
Coin Counter		\$20.00
Counter PCB		\$20.00
Cash Box Door		
(Metal single / Double mech.)		\$85.00
(Metal 4 coin mech.)		\$95.00
Cash Boxes	(slide type)	\$30.00
	(Taito type)	\$30.00
Metal cash box surrounds/stainless lid		\$110.00
Wheels (each)	(long life)	\$15.00
Locks	(barrel type)	\$11.00
	(Cuboard type)	\$12.00
Speakers		\$20.00

### FLUORESCENT FITTINGS

Complete		\$45.00
Tubes (12")		\$8.50
Tubes (18") long life		\$10.00
Starters		\$ 2.00
Choke		\$15.00

### GENERAL PARTS

Blank Mylars		\$20.00
Printed Mylars (any name)		\$30.00
Lexon Panels (each)		\$ 8.00
Header Panel angle		\$8.00
PCB holders (plastic)	1 off	\$20.00
	10 off	\$16.00
Degaussing wands		\$150.00
Arch Rival Control Rubbers		\$25.00

### MINI LOOMS

Complete mini loom - 1 player		\$35.00
Complete mini loom - 2 player		\$40.00
Complete mini loom - 4 player		\$55.00
28 way edge connector		\$ 8.00
22 way edge connector		\$ 7.50
18 way edge connector		\$ 7.00
Mini loom plug		\$ 4.00

### SECURITY BARS

Taito (NZ) Cabinets		\$40.00
Pinballs		\$40.00
Special bolt only		\$35.00

Quantity / Indent discounts on All Parts

ADD G.S.T. TO ALL PRICES IN THIS BOOK



## N/G ECONOMY MODEL



- Solid 18mm customwood construction.
- Formica laminate available in two colours.
- Front steel anti-lever door.
- Baked enamel control panel available in two, three or four player (interchangeable). Two player panel shown here.
- Standard mini loom wiring system.
- Quality Kortek 26" monitor.
- Quality MCA controls and buttons.
- Quality 15amp power supply.
- Optional PCB security unit available
- Contact your local agent or



5 Vulcan Place, Christchurch,  
Phone 338-1411, Fax 338-1410

## N/G 33" MODEL

INTO THE  
21st CENTURY

- Giant 33" monitor with front door controls.
- Solid 18mm customwood construction with Formica laminate in your choice of colour. Separate head/body colours available (in your choice of colours)
- Front steel anti-lever door with padlock bracket.
- Steel cash box housing with lockable stainless steel lid and coin meter.
- Baked enamel control panel in a choice of two, three or four player (interchangeable) Two player panel shown here.
- Standard mini loom system.
- Quality NRI electronic coin acceptor (accepts all coin denominations) and universal multi-credit pcb.
- Quality MCA joysticks and buttons.
- Quality 15 amp power supply.
- Optional PCB security unit available
- Contact your local agent or



5 Vulcan Place, Christchurch,  
Phone 338-1411, Fax 338-1410





## N/G LOWBOY MODEL



- Solid 18mm customwood construction with Formica laminate in your choice of colours.
- Front steel anti-lever door (your choice of colours) with padlock bracket or full front opening door with three way locking system.
- Steel cash box housing with lockable stainless steel lid and coin meter.
- Baked enamel control panel in a choice of two, three or four player (interchangeable) Four player panel shown here.
- Standard mini loom wiring system.
- Quality NRI electronic coin acceptor (accepts all coin denominations) and universal multi credit pcb.
- Quality Kortek 26" monitor with front door controls.
- Quality MCA Joysticks and buttons.
- Quality 15amp power supply.
- Optional PCB security unit available
- Contact your local agent or



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LTD**

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## N/G ARCADE MODEL



- Solid 18mm customwood construction with Formica laminate in your choice of colours.
- Front steel anti-lever door (in your choice of colours) with padlock bracket or full front opening door with three way locking system.
- Steel cash box housing with lockable stainless steel lid and coin meter.
- Baked enamel control panel in a choice of two, three or four player (interchangeable). Three player panel shown here.
- Standard mini loom wiring system.
- Quality NRI electronic coin acceptor (accepts all coin denominations) and universal multi credit pcb.
- Quality Kortek 26" monitor with front door controls.
- Quality MCA Joysticks and buttons.
- Quality 15amp power supply.
- Optional PCB security unit available
- Contact your local agent or



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LTD**

5 Vulcan Place, Christchurch,  
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## SERVICE

### Street Fighter Series

*How to prolong the return on your investment*

There are a lot of Control Panel Faults with Street Fighter II's. It is recommended that you should check your panels every time you cash up your machine.

The levers are the most common fault. Always check the micro switches for 'Crouch', 'Defence', 'Forward & Backwards Jump'. Crouch Defence is the more frequently used position therefore those microswitches are the most likely to give problems.

Many Street Fighter II's are freezing, usually the character is Guile. The players are able to do this whilst playing the game. Unfortunately this is part of the programme and the players have learnt the special moves from an Asian Street Fighter magazine. We have found that the players freeze the game purposely the get free credits therefore we

recommend NO REFUNDS. Although an updated version of the magazine has been released we are at this stage unaware of any freeze type moves in the new Champion Edition.

### Williams/Bally Pinballs

We continue to carry a wide range of spares for both models of pinball. Although it is impossible to list all the spares, all recent games are covered from stock while harder to get parts are available quickly from overseas.

### General Service

While our service team has been busy lately, it is worth noting that a number of repairs arrive here damaged in some way in the course of their trip to us.

Insufficient packaging or too many items packed together tend to be the common faults. A little more care when goods are packaged and sent will save operators significant money.



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## WHATS OUT

### VARTH (CAPCOM) - OPERATION THUNDER STORM -

Several years ago, Capcom released a game called "1941" that was around for quite a long time. It was a horizontal scroll action game that featured an American bomber taking on the entire Imperial Japanese Naval Air Command singlehandedly.

Content with the idea, but not the time epoch, Capcom warps ahead 675 years to the year 2667 (month not specified) to introduce another scrolling game where one or two players take on an entire army. There in lies the basic premise for VARTH: OPERATION THUNDER STORM.

It seems that mankind has advanced a lot since the days when they had to use those dirty, old combustion fuel jets to fight their wars. All aircraft and all fighters are under the control of the "Delta-7", the mother of all computers. All is going well for mankind until one fine day in the year 2667, when the Delta-7 flips a diode and eradicates most life from the planet. The damage is so extensive that only a handful of human beings remain. Those who are able join the resistance, a rag-tag bunch of humans with nothing but guts and drive uniting them. All military aircraft, by the way, are under control of the Delta-7 computer and so are turned against mankind, making an aerial attack a virtual impossibility.

In times like this, it's good to have a couple of antique fighters on hand that can't interface with the nefarious Delta. Oddly enough, this is just what the resistance has.

There just happen to be two antique jets, one Code EK-0131 S Saber and one Code SO-0819 HGS Scimitar. Two of the best pilots in the resistance are recruited to fly the Saber and Scimitar and cut through opposition's hordes to blow the daylight out of the Delta-7.

The player, of course, is armed. To the teeth. There are three varieties of missiles, homing, napalm, and conventional. Missiles can be switched every three shots, thanks to technological improvements. There are a total of 30 stages to go through before the final, deadly countdown with the renegade computer.

Control is provided by a (20th century vintage) 8-directional joystick and two (2) buttons.

### KING OF THE MONSTERS 2 (SNK) - THE NEXT THING -

One of the most famous box office stars in Japan is not of the homo sapiens genus. Indeed, Godzilla, now an international film star, has consistently come out of hiding every two to three years to wreak havoc and destruction on many of the nation's overcrowded urban areas.

Well, Japan's fascination with oversize reptiles traipsing over the landscape, houses, historical sites and government buildings has spilled over into the video game industry as well. A year or so ago, the game King of the Monsters was an instant hit here, and the tradition continues with some hot new software for SNK's NEO-GEO system.

KING OF THE MONSTERS 2: The Next Thing, a one or two player game, packs some mean, detailed graphics. At the start of the game, the player(s) select a mode of play, i.e. 1P, 1P/2P, or 1P vs. 2P mode. Six potential characters appear in a line-up, three of whom are humanoid in appearance, the remaining three are fearsome-looking and very reptilian. The player(s) can select their character from any of these.

The game goes through a total of seven stages plus a bonus stage, making for a total of eight. Unlike the Godzilla series, which takes place exclusively in Japan, the game's battles take place against breathtaking views in such countries as France, the USA and the desert, among other global venues. It's not all fisticuffs as in every stage, NEO-GEO has set a deadly trap for players that must be avoided.

King of the Monsters 2: The Next Thing doesn't get bogged down in messy plot lines. In this sense it's a very easy game. The object is simple and classic... kill the aliens who are trying to take over the planet. Our player's characters may be monstrous, ugly and downright brutal, but they are also hometown boys, and no creep from outer space is going to take the turf without a fight.

The game is controlled by an 8-directional joystick (imagine that!) and three buttons (for punching, kicking and jumping, respectively).



## STREETFIGHTER II - Champion Edition

Game Attract mode comparison between an original SF-CE pcb and one type of copy SF-CE pcb.

### COPY PCB STREET FIGHTER 2' 920313 TAIWAN WARNING

This game is for use in the United states of America, Canada and Mexico only.

Sales, export or operation outside these countries may be construed as copyright and trademark infringement and is strictly prohibited.

Violators are subject to severe penalties and will be prosecuted to the full extent of the law.

"STREET FIGHTER II" scrolling downwards over the building has flickering black spots and short black vertical lines. Also: broken picture on lower screen, until title sets in place.

Next frame has the same title appearing enlarged, on plain colour background

Then screen settles to:

(and the title is noisy: flickering spots)

STREET FIGHTER II'  
CHAMPION EDITION  
INSERT COINS  
c CAPCOM CO. LTD. 1991,92  
c CAPCOM USA INC. 1991,92

"WINNERS DON'T USE DRUGS"  
INSERT COINS  
Williams S Session,  
Director, F.B.I.

Next pattern shows a map and the title:

"PLAYER SELECT"

written with larger letters than the original  
Also: It has **no** background music

The "RANKING" frame has noisy picture on R/H side of screen: Short horizontal white lines along the column of last letter of ranking names.



We are also aware of different copies with different discrepancies. If in doubt please contact your local agent.

### ORIGINAL PCB STREET FIGHTER 2' 920313 ETC WARNING

This game is for use in all countries excluding the United States of America, Canada, Mexico and Japan. Sales, export or operation inside these countries may be construed as copyright and trademark infringement and is strictly prohibited.

Violators are subject to severe penalties and will be prosecuted to the full extent of the law.

Next frame shows previous title shrinking then expanding to larger dimensions, all this on plain colour background.

Then screen settles to:

STREET FIGHTER II'  
CHAMPION EDITION

INSERT COINS  
c CAPCOM CO. LTD. 1991,92

(This message does not exist here)

Title has smaller letters.

This frame has background music



The board is a one layer PCB and our factory comments are as follows:

- PCB has poor quality
- Noise filter capacities are of insufficient number, which may cause the poor quality picture.
- PCB has many piggy-backed caps and resistors, showing lots of adjustments were required.
- Components lets are too long, on the solder side, so they bend, risking to touch others and cause trouble.
- Sound is not accurate, generally (noisy).
- Picture is too wide all the time, so details on sides are missed out.
- PCB requires high voltage but picture is still of poor quality.

Shadow Dancer	\$870.00	Thunder Dragon	\$1000.00
STG	\$900.00	Thunder Fox	\$920.00
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Street Fighter II	\$1890.00	TMNT	\$960.00
<b>Street Fighter II</b>		Truxton	\$580.00
<b>(Champion Edition)</b>	<b>\$2690.00</b>	Toki (Tad)	\$700.00
Spinal Breaker	\$500.00	<b>Tumble Pop</b>	<b>\$800.00</b>
Strahl	\$1600.00	Turbo Force	\$1020.00
Street Smart	\$680.00	Twin Eagle	\$620.00
Strike Gunner	\$600.00	Twin Cobra (Tiger)(Taito)	\$520.00
Super Contra	\$700.00	Twin Hawk (For 2 players)	\$600.00
Super Pinball Action	\$700.00	UAG	\$700.00
Super Space Invader	\$1030.00	Ultraman	\$600.00
Super Masters Golf	\$1100.00	Vandyke	\$490.00
Super Pang	\$662.00	Vapour Trial (Deco)(Kuhca)	\$600.00
Superman	\$1150.00	Vigilante	\$400.00
Surprise Attack	\$500.00	Violence Fight (Taito)	\$1100.00
<b>Sunsetriders</b>	<b>\$1600.00</b>	Volfied (Taito)	\$620.00
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(Video System)(Dart Fox Type)		U.S.Navy	\$1150.00
<b>Tank Force</b>	<b>\$780.00</b>	Wardner (Taito)	\$280.00
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Terra Cresta	\$300.00	Wolf Fang	\$2190.00
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The Legend of Makai	\$380.00	World Cup '90 (Temco)	\$640.00
The Leg'd of Hero "Tonma" (Irem)	\$580.00	Wrestle War (Sega)	\$450.00
Task Force Harrier	\$500.00	Wrestlefest	\$1770.00
Tetris	\$700.00	<b>Xexex</b>	<b>\$1400.00</b>
Three Wonders	\$1600.00	Zero Wing (TOA)	\$480.00

All PCB's come with loom and header mylar



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Knights of the Round	\$1950.00	Puznic (Taito)	\$450.00
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<b>Legionnaire</b>	<b>\$1200.00</b>	Raiden (Sribu)	\$1580.00
Lightning Fighter	\$980.00	Rainbow Island	\$490.00
Magic Sword	\$1450.00	Rampart	\$470.00
Magical Crystal	\$1140.00	Rasten Saga II	\$650.00
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<b>Metal Black</b>	<b>\$1200.00</b>	Robocop (Deco)	\$520.00
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<b>Mutant Fighter</b>	<b>\$920.00</b>	Rolling Thunder II	\$1300.00
Nemo	\$1360.00	Rolling Thunder	\$550.00
New Zealand Story	\$540.00	Robocop II	\$1100.00
Ninja Kids	\$1200.00	R Type II (Irem)	\$580.00
Ninja Turtles	\$900.00	Rygar	\$420.00
Ninja Turtles pt II	\$1500.00	S.A.R	\$640.00
Outzone	\$810.00	<b>Saboten Bombers</b>	<b>\$1600.00</b>
Operation Thunderbolt kit	\$1800.00	Secret Agent (S'SPY)	\$480.00
P 47	\$500.00	SD Gundam	\$1140.00
Pipe Dream	\$550.00	Shadow Dancer	\$735.00
Pipi and Bibis	\$850.00	<b>Silent Dragon</b>	<b>\$1800.00</b>
Pitfighter (3 player)	\$820.00	Simpsons	\$1200.00
Pocket Gal 2	\$450.00	Sky Smasher	\$880.00
Pang	\$600.00	Sky Soldier (SNK)	\$550.00
Packland	\$800.00	Sly Spy	\$500.00
Pacmania (namco)	\$840.00	Slap Fight	\$400.00
Passing shot	\$650.00	<b>Solitary Fighter</b>	<b>\$1100.00</b>
Pole Position II (PCB)	\$710.00	Snow Bros. (TOA Plan)	\$490.00
Power Spike	\$940.00	Space Battleship	\$480.00
Prehistoric Island	\$520.00	Splutter House (Namco)	\$810.00
Punk Shot	\$490.00	Spiderman (2 player)	\$1400.00



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## YOU ASKED FOR IT!



NOW IT'S BOSS VS. BOSS.



Responding to thousands of phone calls and letters from players in America and Japan, Capcom has added new features to the Best Game of '91 that are sure to heat things up all over again in '92!

For starters: Four new characters to choose from! The original cast of eight is back as well, but even tougher... and one has a new move! And now, the ultimate feature... the one you've been clamoring for: Same Character vs. Same Character! That's right — finally, all you Guile players will see who's really the best,



in a fight to the finish — with no excuses! You thought you'd seen it all, thought there was no more to learn — HA! How about 50 new matchups never seen before in 2-player mode, along with 46 brand new fighting strategies, for a total of 78 possible match-ups — over twice as many as before! You say you've mastered Street Fighter II. You say you're the best, and no one can hang with your Guile combo's... But do you have what it takes to master Capcom's new Street Fighter II Champion Edition?

It's Not Over.

**CAPCOM**

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 Santa Clara, California 95054  
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**MONSTERS RAGE AGAIN!!**

**NONSTOP MONSTER ACTION!!**

Three monsters are about to awaken once more. The huge battle can begin in the middle of town, the desert or the deep sea. There's plenty of monstrous action as powerful crashes in each stage destroy the buildings and leveling the hills! The new King of the Monsters II is full of many new features.

**KING OF THE MONSTERS 2**

**NEO-GEO 34th ANNIVERSARY**

One of three monsters can be selected.  
No limits of the dynamic special attack.  
More realistic graphics, various stages including bonus screen.  
2P co-operative play, buy-in mode.  
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**SUPER HIGH TECH GAME**  
**NEO-GEO**

This product is marketed in NZ under an exclusive distribution licence held by Coin Cascade Ltd.

**TIME OUT**

## Original Logic PCB Available EX Japan

Allow one - three weeks delivery

Prices are indicative only and will vary both upwards and downwards with the NZ dollar and oversea's price movements.

<b>Aero Fighter</b>	<b>\$1400.00</b>	Edward Randy	\$700.00
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Dragon Sabre	\$1200.00	Joy Joy Kid	\$1540.00
<b>DriftOut</b>	<b>\$800.00</b>	Karate Blazers	\$1100.00
Dynasty Wars	\$1300.00	King of the Dragons	\$1750.00
		Klax	\$480.00



## WORLD JOURNAL

### EVENT CALENDAR

#### JUNE 7 - 9

AAMA/AMOA GOVERNMENT AFFAIRS CONFERENCE  
Hyatt Capitol Hill and the Wash Court, Washington D.C. U.S.A.  
Contact: AAMA/AMOA  
TEL: 1-703-494-2758 (AAMA)  
TEL: 1-312-644-6610 (AMOA)

#### JUNE 23 - 25

EUROPEAN CASINO CONGRESS & EXPO  
Nice, France  
Contact: Gaming and Wagering Business  
TEL: 1-212-594-4120  
FAX: 1-212-714-0514

#### AUGUST 27 - 29

AMUSEMENT MACHINE SHOW  
Makuhari Messe Convention Centre, Japan  
Contact: JAMMA  
TEL: 81-3-3593-2563  
FAX: 81-3-3581-3656

#### SEPTEMBER 22-24

WORLD GAMING CONGRESS & EXPO  
Las Vegas, Nevada. U.S.A.  
Contact: Gaming & Wagering Business  
TEL: 1-212-594-4120  
FAX: 1-212-714-0514

#### SEPTEMBER 24-25

QUEENSLAND AMOA CONVENTION  
Royal Pines Resort, Gold Coast, Queensland, Australia  
Contact: AMOA  
TEL: 61-2-559-1498

#### OCTOBER 1- 3

AMOA EXPO '92  
Opryland Hotel and Convention Centre, Nashville, Tenn., U.S.A.  
Contact: AMOA  
TEL: 1-312-245-1021  
FAX: 1-312-321-6868

#### OCTOBER 14 -15

ASSOCIATED LEISURE PREVIEW  
Novotel, Hammersmith, London, UK  
Contact: Howard & Wikberg Promotions  
TEL: 44-71-387-2021  
FAX: 44-71-388-9663

#### OCTOBER 21 - 23

EASTERN EUROPEAN LEISURE EXPO  
St. Petersburg Central Exhibition Hall, Russia  
Contact: Stephen Whatmore  
TEL: 44-61-624-3687  
FAX: 44-61-665-1260

#### OCTOBER 30 - 31

NORSK AUTOMATMESSE '92  
Hotel Scandinavia, Oslo, Norway  
Contact: Per Hagen, NOAF  
TEL: 47-2-99-2626  
FAX: 47-2-99-1246

#### NOVEMBER 9 - 11

RIVERBOAT GAMING CONGRESS  
New Orleans, Louisiana, USA  
Contact: Gaming & Wagering Business  
TEL: 1-212-549-4120  
FAX: 1-212-714-0514

#### NOVEMBER 18 - 21 .

IAAPA TRADE SHOW  
Dallas, Texas, U.S.A.  
Contact: Amestine Phillips  
TEL: 1-703-836-4800  
FAX: 1-703-836-4801

#### DECEMBER 8 - 11

FORAINEXPO/AMUSEXPO  
Le Bourget Exhibition Centre Paris France  
Contact: Groupe Sepfi-Technoexpo  
TEL: 33-1-474-29256  
FAX: 33-1-426-61428

#### 1993

#### JANUARY 5-7

VAN-EXPO  
Maastrichts Expo. & Congress Centrum, Holland  
Contact: Buro Zondag-Stam  
TEL: 31-4103-3944  
FAX: 31-4103-3687

## WHAT'S NEW

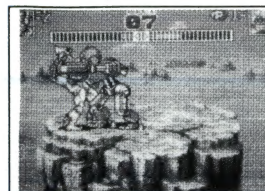
### SEIBU CUP SOCCER (Seibu Kaihatsu)

The international sport? Some people say it is. Even the Yanks are getting into the act with the 1994 World Cup. No, it's not fans rioting in the stands, its the action on the field. Yes, that's right, we're talking about soccer . . . er, football . . . um, soccer.

Whatever you want to call it, you've got a black and white ball and two teams of eleven players chasing it around trying to kick it into one of two nets at either end of a big field of grass. The game is played in Japan, although often without the benefit of grass on the field. To get around this problem, video game makers have stepped off the dust bowl to bring soccer action to the small screen. The latest salvo in the soccer video game battle comes from Seibu, with their Seibu Cup Soccer. The action is depicted at an angle from the air above the field, and it's easier to play than some other entries in the market. If you liked Seibu's "Raiden," then its new companion here is sure to please.

One to four players can play this game at the same time. The tricky part is choosing your opponents, because this game gives you a wealth of options. You can play against the computer with any number of players OR you can play against each other. "Hold on a second!" Soccer or football or whatever you want to call it takes eleven players! And I've only got two hands!" True enough. But relax: you only have to control one character, indicated by a number floating over his head. To keep you in the action, when a computer character gets the ball close to the goal, control switches over to one of the players, so you'd better be ready, because it's your skill that's on line!

You can choose one of eight teams. Your team will then play the remaining seven teams in a tournament. If you can beat them, then you face a special team in the final game for the cup. The game ends after the eighth round has been completed. Unlike the real event, however, a tie is the same as a loss, so get your passing and shooting skills together! You still have a chance with a tie, though: the game will set you and your opponent up for penalty kicks. The winner continues, while the loser must taste the bitter dregs of "Game Over". Past dreams of Pele or present thoughts of Maradona; Leeds United or Madrid's



Athletico - they're nothing compared to this. This product is marketed in NZ under an exclusive distribution licence held by Coin Cascade Ltd.

### GUARDIANS OF THE HOOD (Atari Games)

This is the closest to reality a video game will get for some time, even without VR technology. In a token effort to bring attention to one of America's more severe social problems, teenage gang violence, Atari has brought out Guardians Of The 'Hood. At first, many people, especially those outside the USA, will probably think "C'mon . . . it can't be that bad." Well, if you thought the multi-national forces decimated Iraq, you haven't seen what a violent street gang can do to an unarmed neighbourhood. Think about it.

The player selects one of four characters, Conner, Chief, Tanya or Javier. Each one has his/her own special powers and fighting styles. The game begins in a high school gym (appropriate enough . . . our foursome must stay in top shape). The scenario is simple. A town in the USA, Centre City, has been overrun by three street gangs, the Dreads, the (oddly patriotically named) Bald Eagles and the Dragons. The four characters, collectively known as the Guardians Of The Hood, must break up the gangs and convert the turf bosses to their side. By the way, the guardians are unarmed. However, most of the gang members are.

In the gym where the game begins, the guardians are in training, sparring with their fellows. Players can earn bonus stars here that they will ultimately use in the real battle. Experience points earned here can also put more power into their punches when the time comes to try to wreak havoc on the gangs.

From the gym, the guardians move on to the gang member's turf and meet them head on. Settings include old theatres, subway cars and seedy bars. Battle after battle ensues as the players must convert the bosses. After all the bosses have been converted, the players must then challenge the secretive "Mr. Big", who controls ALL the city's gang activity.

Guardians Of The Hood is powered by 3-D digitized graphics on a 25" monitor. Realism is taken to new strides here, so watch out for stray punches in your quest to clean up the 'hood. Capable of playing one-to-three players, the game is controlled by a joystick and five buttons that can provide over 35 different moves and combinations for each character.





## Wonder Eggs Goes Over Easy in 1st Month

### JAPAN TRADE JOURNAL

Wonder Eggs, the super amusement park opened this past February has enjoyed unprecedented success. On March 31st, Namco released the first month's statistics for the park at a special press conference in Tokyo. A grand total of 183,211 visited the park and gross sales were reported at 630 million yen (\$4.7 million). The general breakdown of statistics is as follows:

Average number of customers per day:

5725

Average number of customers on

weekdays: 4524

Average number of customers on

Saturdays: 7402

Average number of customers on Sundays:

9359

Average sales per customer: Y3,438

(\$25.65)

Breaking down these figures further, of those who attended on weekdays, couples accounted for 60% of the customer base, groups for 20% and families for 20%. On weekends and holidays, couples accounted for 40%, groups for 20% and families for 40% of the total. Overall, 50% of the Wonder Eggs customers were couples, 20% were groups and 30% were families.

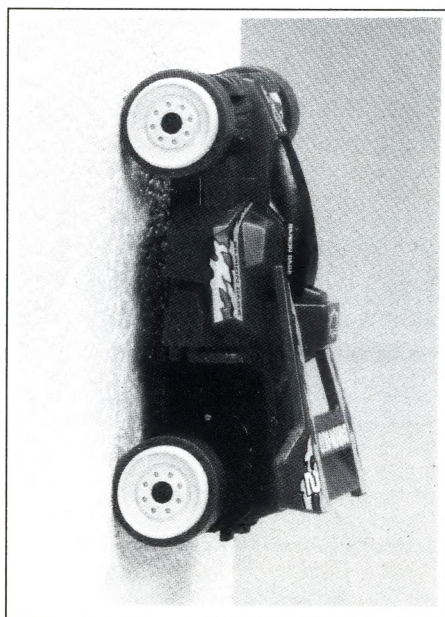
During the afternoon, the peak hours were reported to be between 1:00 and 2:00, and the average customer age was 20 years old. The peak hours for the evening were between 6:00 and 7:00 and the average age was 25 years old.

As we reported last month, Wonder Eggs is split up into four separate areas, each appealing to a different set of customers. A total of 135,241 people, visited The Tower of Druaga, while the

Galaxian<sup>3</sup> drew 82,467; the Hotel Ghost and The Magical Illusion drew 82,013 and 79,745 people respectively. The Future Colosseum drew 50,184.

In the Carnival Arcade, a total of 372,000 people played nine different varieties of games, for an average of 41,360 people per game.

Namco has plans to expand Wonder Eggs in time for the summer vacation period. With a prepaid card system in place as well as a greater knowledge of park operations data, the company hopes to attract 800,000 people by the year's end.



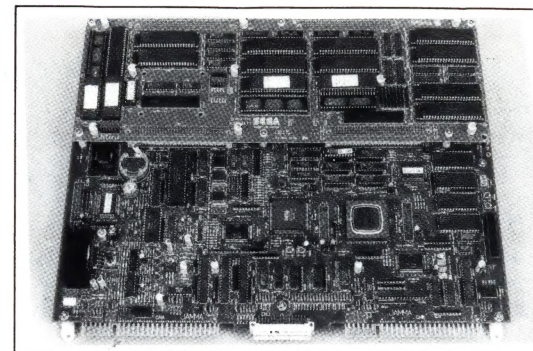
*Vertical surfaces can be traversed with tires made of a new adhesive material.*



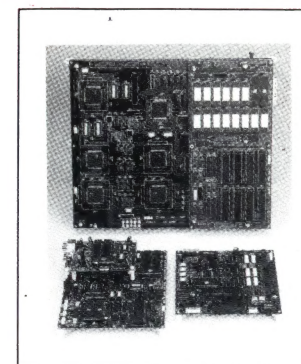
Auckland/Northland: Auckland Coin Sales Ph (09) 524-8770 Fax (09) 524-5773  
Central N/I: Robert Briggs Ph (073) 463-783 Fax (073) 463-784  
Lower N/I: Mike De Ruyter Ph (04) 569-9107 Fax (04) 569-9107  
South Island: Gary Walker Ph (03) 338-1411 Fax (03) 338-1410

## SEGA

### SEGA DEVELOPS NEW 3-D GRAPHICS GAME BOARD (JAPAN TRADE JOURNAL)



*System Multi 32*



*The CG System Board 'Model 1': the result of 3 years R&D and a ¥1 billion investment - three boards in one.*

Sega Enterprises recently held a special press conference in Tokyo to announce the release of their CG System Model I integrated circuit board. The Model 1 is notable for its super fast ability to process information, thanks to usage of a DSP (Digital Signal Processor) developed by Fujitsu Corp. Visual graphics generated by the Model 1 are thus of much higher quality than existing circuit boards. The new board is expected to be used in 3D graphic technology, as it can generate a total of 6000 polygons and 160,000 colours can be generated per image. In addition, on television screens that flash 30 images per second, a total of 180,000 polygons are generated, offering a finely detailed image of unprecedented proportions. This is about twenty times beyond the current capacity of the System 32.

This PC board will be used in a number of upcoming games, the first of which is the driving simulation game B.V. This game, using a scale model of a real F-1 car, is scheduled for release sometime this summer. Sega has been a leader in the driving simulation game sector for a while and the B.V., with its Model 1 board is expected to give Namco a run for their money. Those who played the prototype model on display at the press conference gave the game high marks for its super realistic feel. The game itself is essentially the

same as F-3 Formula Simulation System, which has been on the market for a while. By using the Polygon CG system though, the background scenes and the other cars are given an added depth and detail lacking in the F-3 game.

A maximum of four B.V. units can be attached to each other and a special added function is the strong wind that blows out of the front of the machine. In addition, Sega has teamed up with Victor Corp. to develop a 36" wide screen monitor, the SD-M2036, which is attached to the machine. The size and configuration of the monitor allow a player to totally concentrate on the game at hand.

The B.V. was also displayed at the recent International Sports Fair in Tokyo and there are plans to introduce it into some large scale locations in the future. Sega is also currently in discussion with several other game makers who wish to market the board themselves, although nothing as yet has been decided. The current price is 200,000 yen per set (\$1,500).

In other news, Sigma displayed two new games, Golden Axe - The Revenge of Death Adder, an action video game and Where's Wally? (known elsewhere as "Where's Waldo?"). The latter game is still under development.



## POWER SUPPLY

by Randy Fromm

### POWER SUPPLY REPAIRS MADE SIMPLE

#### Power supply failure fuse is blown

One of the most common failure is the switching transistors themselves. The two transistors are mounted on a heat sink that helps them run cooler. Test them by using an ohmmeter or a digital multimeter set to the diode test range. All testing is done with the power off. Check each switching transistor for a short circuit between emitter and collector. Replace any transistors you find to be bad.

Although some engineers claim that you should replace them both even if just one is bad, I have not always found this to be necessary. However, both transistors must be of the exact same type. The part number is usually 2SC3039. Specifically they must be closely matched in their "gain" or "beta". Mismatched transistors can cause problems. Unless you have an exact replacement, you will have to replace the pair.

By the way, these transistors will always seem to test shorted between base and matter when tested "in-circuit." Don't bother testing the base-emitter junction of the transistors. When the switching transistors fail, they always short between emitter and collector. If you're in doubt, pull the transistors out of circuit to test them. However, an in-circuit test from emitter to collector is all that is necessary. A short means the transistor is likely bad. Anything else (a junction drop or open reading, for instance) means that the transistor is good.

There are only two other component groups that will blow the fuse in a switching regulator power supply. There is a pair of diodes that are directly associated with the switching transistors. These are known as the clamping diodes and they're easy to find. They are always located just in front of or immediately behind the two switching transistors. They are small, 1 amp sized diodes. A typical part number for these diodes is FR1507. The clamping diodes normally serve to protect the transistors from high voltage spikes. But sometimes the clamping diodes themselves fail. Bad clamping diodes will always short circuit and blow the fuse.

Note: When a clamping diode fails, it will make the associated switching transistor appear to have a collector-to-emitter short when tested in-circuit. If you find a bad transistor, be sure to double-check it after removing it from the board. Also, check the clamping diode again with the transistor removed. You may find that the clamping diode is also shorted or that the transistor itself is actually good and that the clamping diode is your only failure.

The only other failure that will commonly blow the fuse is the bridge rectifier. The bridge rectifier is connected through the fuse to the 220 volt mains. You may find a one piece bridge rectifier or four individual diodes depending upon the manufacturer or model of the power supply. As with the clamping diodes a bridge rectifier will always short circuit and blow the fuse when it fails.

We live in a 'disposable society.' Disposable razors, lighters, pens and a myriad of other items are a part of our daily life. Many amusement machine operators consider power supplies to be disposable as well. Their rumoured inability to be repaired and low cost create this impression of disposability. This is not the case however. It's really quite easy and practical to repair power supplies. In fact, by using the right type of replacement components, a repaired supply may end up having a longer life expectancy than a new one, as you'll see.

Modern power supplies are known as "switching regulator power supplies." They're also known as "Peter Chou" style power supplies in honour of the engineer who developed this type of power supply for use in video games.

After passing through an AC line filter, the 220 volt AC mains input is rectified by a bridge rectifier and filtered by a pair of high voltage capacitors. This creates a high voltage, direct current source that is then split into two power supplies; one positive and the other negative. Both are approximately 150 volts DC. A pair of transistors is then used to switch these high voltage supplies across the primary winding of a transformer. This switching action is very fast. A typical switching speed is around 40,000 cycles per second or 40 kilohertz. An integrated circuit is commonly used to control the transistors. This IC not only controls the speed at which the transistors are switched, but also controls the amount of time that each transistor is energised. The output voltage of the power supply is determined by the "on" time of the transistors. If the transistors are kept on for a longer period of time, the output voltage of the supply will rise, while shorter times lower the output voltage. This is known as "pulse width modulation." The output of the transformer (which is now high frequency, alternating current) is then rectified by special high-speed diodes to change it back to direct current. This output is not pure DC however, and requires extensive filtering to remove the high-frequency "noise" that is generated by the rapid switching action of the transistors. Filtering is accomplished by using a combination of coils (also known as "chokes") and capacitors. The +5 volt output of the power supply is regulated by feeding some of the output current back to the integrated circuit that controls the switching transistors. If the voltage is too low, the IC allows the transistors to remain energised for a longer period of time, thus raising the output voltage. An output voltage that is too high signals the IC to cut back on the transistors, lowering the output voltage.

#### Troubleshooting

There are only a small handful of components that commonly fail in switching regulator power supplies. Bad power supplies can be segregated into two groups for easy troubleshooting. Power supplies that blow the fuse go into one group while the remainder (those failures that do not blow the fuse) go into the other.

## POWER SUPPLY

When you have a power supply with a blown fuse, be certain that you check all three of these items the switching transistors, the clamping diodes and the bridge rectifier before replacing the fuse; and applying power to the unit. One, two or all three of these component groups can have shorted components so test everything first (with the power off) to avoid further damage later!

#### Power supply failure - fuse is not blown

Output diode failure is a common problem. There are six output diodes in a Peter Chou style switching supply and failure of any shut down. The most common diode failures are shorted +12 volt or -5 volt output rectifiers. Failure of these diodes will not blow the fuse. The over-current protection circuit (OCP) simply detects the short and shuts down the power supply.

Some of these failures may be caused by using the +12 or -5 volt outputs to power coin door lamps. The -5 volt and +12 volt outputs are not over-current protected in some of the off-brand power supplies. A shorted lamp socket may blow the diode by drawing too much current from the supply. The +12 volt diodes may be blown if 6 volt bulbs are inadvertently used instead of 12 volt bulbs.

If the power supply fuse is not blown, start by testing the output rectifiers. There are three pairs of diodes to test. One pair is for the -5 volt output. These will be fairly small; approximately the same size as the ubiquitous 1N4004 with which we are all familiar. The part number is generally something like FR1504. The +12 volt diodes are usually in the somewhat larger (3 amp) package. A typical part number here is FR3004. The two +5 volt output diodes are housed together in a "dual-diode" package (usually a TO-218 package.) It looks just like a transistor but it has the diode symbols printed on it. The two cathode connections are tied together at the centre lead of the device while the two anode connections are on either side of centre. Like the switching transistors, this diode package is mounted on a heat sink. The +5 volt diode is also known as a "schottky", high-speed diode. A typical part number is CTB-34.

These diodes will not test properly in-circuit, even if they're good. For example, the -5 volt and +12 volt outputs will each have a 100 ohm resistor across them. This causes your in-circuit reading to indicate that the diodes are bad, even though they might be good.

Here's a real time-saver for testing the output diodes. When an output diode fails, it will become a dead short (zero ohms.) If your meter indicates a complete short circuit, one or both of the diodes is bad. Any other low resistance reading (100 ohms, for instance) means the diode is good. Try checking the diodes in a good power supply to see how they test. When you find a power with bad output diodes, the difference in the readings will be obvious! By the way when just one of a pair of output diodes is shorted, they will both appear to be shorted when tested in-circuit. Unsolder and lift one end of one of the diodes to identify the culprit. You have a 50/50 chance of getting the right one on the first try.

The +5 volt dual-diode package can be tested in much the same way as the +12 and -5 volt diodes. You will find that the in-circuit reading for the +5 volt diode is even lower than that of the +12 and -5 volt output diodes. Again, you should check the schottky diode on a good power supply to see a normal reading. As before, a bad diode will be easy to identify as it will be completely shorted. There seem to be very few failures of the +5 volt output diodes.

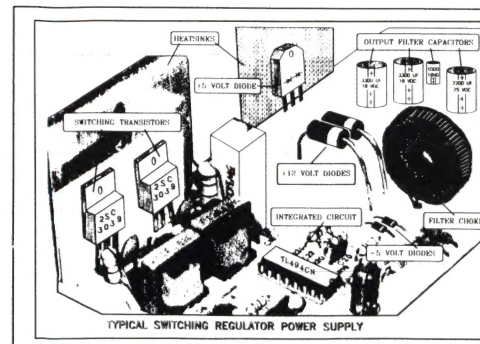
All output diodes (and the clamping diodes as well) must be replaced with special, high-speed diodes. Conventional diodes will overheat and fail prematurely. The diodes in the bridge rectifier circuit can be replaced with conventional diodes.

If the diodes are good but the supply is still inoperative, the integrated circuit may be bad. Test the IC by removing it from the printed circuit board and installing it in a power supply that you know to be good. An integrated circuit tester can be made in just a few minutes by removing the integrated circuit from a spare power supply and replacing it with a socket. Connect a 6 volt lamp between the +5 volt output and ground so you can tell if the test unit is working. Connect your spare power supply/IC tester to the mains. If the light comes on, the integrated circuit is good!

Just about all the supplies use the same IC; a type 494. Equivalent integrated circuits are: TL494CN, uA494, uPC494C, IR3M02, and MB3759. The over-the-counter replacement for these is a Phillips ECG1729.

#### Capacitor failures

It is extremely common to find output filter capacitors that are swollen or leaking. Any capacitor that appears to be bad should be replaced. To prevent a recurrence of this all-too-common failure, output filter capacitors should be replaced with special "low ESR" (Equivalent Series Resistance) capacitors. These capacitors are specifically designed to handle the rigours of filtering in a switching supply.





## POWER SUPPLY

ECG1729

Pulse Width Modulator Control Ckt.  $V_{CC} = 15\text{ V Typ}$

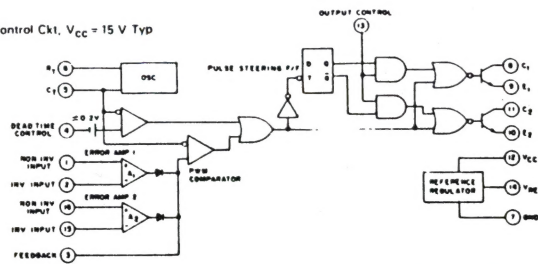


Fig. 2: The ECG 1729 can be used as a replacement for the 494 integrated circuit that is used to control the switching transistors and, in turn, output voltage of the power supply.

Many power supply manufacturers do not install low ESR capacitors as original equipment because they are somewhat more expensive than conventional capacitors. This is one reason why it is best to purchase your power supplies from a reputable manufacturer like Peter Chou as he uses low ESR capacitors. You will find that a high quality power supply from Taiwan will probably cost about the same as a lower quality, Korean-made power supply.

Regardless of where the power supply was manufactured, it is well worth the extra cost to use low ESR capacitors as replacement components because they can double the life expectancy of the power supply.

### Minus 5 volt output too high

Most switching regulator power supplies have three DC outputs. One is the main +5 volt DC output that powers the computer system. The others are the +12 and -5 volt outputs. These DC outputs are often used to power the sound generating system and the audio amplifier itself. When you're testing a power supply, it's important to check all three of the outputs. This is especially true when you have a game that basically works okay but has distorted or missing audio.

When a switching regulator power supply fails, all three outputs will usually drop to zero volts. Sometimes, however, the output voltage may rise. If you find that the +5 VDC and +12 VDC outputs are normal but the -5 VDC output is too high (more than -6 VDC), try replacing the -5 output filter choke.

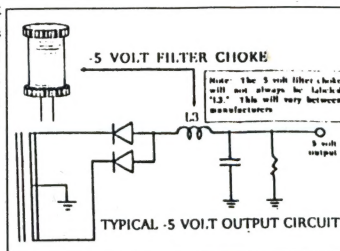
It's easy to locate the -5 volt filter choke, even without a schematic diagram. Just follow the trace on the printed circuit board back from the -5 VDC output of the power supply. You will eventually come to a component that may look something like a capacitor but will be clearly labelled "L" on the board and will generally be accompanied by the schematic symbol for a coil as well. The coil is wound on a ferrite core and is covered with a plastic sleeve that has been heatshrunk over it. Examine the coil. If the heat-shrunk cover has been melted or is missing entirely, the coil may be bad.

This is not a component that you can easily locate at an electronics spare store. There are a couple of options for obtaining a replacement coil. The preferred method is to take the coil off a junk power supply. Alternately, you can pull the burned wire off the ferrite core and rewind the choke yourself using the appropriate gauge wire. There aren't that many turns of wire on it that you can't rewind a new coil in five minutes.

A power supply should always be tested under load. Use a 1 ohm, 50 watt resistor or equivalent as a "dummy load", connected between the +5 volt output and ground. This will draw 5 amps from the supply, which is adequate for test purposes. If desired, the -5 volt output can be loaded with a 10 ohm, 10 watt resistor (drawing 1/2 amp) while the +12 volt output can also use a 10 ohm resistor (drawing just over 1 amp) but it should have a dissipation rating of at least 20 watts. In practice, the -5 and +12 volt loads can generally be omitted as impractical and somewhat redundant to the go/no-go testing of a switching regulator power supply.

Caution: These resistors will get quite hot during extended burn-in testing of a power supply. Make certain that the load resistors are mounted in such a way that they will not damage anything or burn anyone.

That's about all there is to it. The more you work on repairing power supplies, the easier it gets. When you consider that many power supply repairs are effected with the replacement of a single diode, you can see that they are anything but disposable.



## STREET FIGHTER II - C.E.



Capcom USA's blockbuster lives up to its name; players love the game & trade loves the earnings

Several weeks of earnings have provided rock-solid confirmation: Capcom has done it again! Even before the game was previewed at ACME in March, Capcom's Street Fighter II Champion Edition had already generated more player excitement than any game in recent memory. It was the spring show's hottest title and instantly became the industry's greatest "demand" item in five years. By early May, some operators were calling it "the greatest video game since PacMan!"

"This isn't just a hit game; with most players it's a cult!" smiled Capcom USA's Jolly Backer. "Kids are telling locations, 'if you don't get Champion Edition we'll go somewhere else.' Street ROI on this piece is 15 weeks, and arcades earn the cost back in four or five weeks. The game is burning 'em up! It's a phenomenon we didn't expect," Jolly added.

### UNIVERSAL PRAISE

Praise for the game was universal. "It's a lot more challenging than the original edition," said game player John Grund. "You have to get used to the idea of both people playing the same characters at the same time, but most players strongly prefer the Champion Edition because it's new and they can be more characters. Almost all of the Champion Editions have bigger screens and wider control panels, and I think that's because the company realized that's what players want."

John added that the release of Champion Edition has not hurt the popularity of the original Street Fighter II. "A good number of players still like the earlier version and they're still playing it just as much," he said. John added that most games he's seen in the L.A. area were set on 50¢ to start and 25¢ to continue, although some were set on 50¢ to continue.

Operators are also pleased with earnings. One arcade owner (who had just worked all night installing new Champion Editions when we phoned) told RePlay: "I'm quite happy with the results. Of course, I would have liked to have paid less, but I sure can't argue with these numbers. Weekly earnings are better for Champion Edition than for some games I paid \$12,000 for. In addition, the overall gross of our gameroom increased dramatically after we installed our first Champion Editions. It didn't take a quarter out of any other game that I could tell. In fact, earnings on the original Street Fighter IIs went up initially for a time, after Champion Edition came in."

Distributors were also delighted with the performance of Champion Edition. "From what operators are saying, the game has actually raised collections of existing Street Fighter IIs by 10 to 20%," noted Betson Pacific's John Lotz. "Many operators thought they could pull Street Fighter II from their prime locations and move it down the route, but locations wouldn't let them. Everybody feels the earning curve on Champion Edition will be as good as it was for the original Street Fighter II."

Even competing video factories are full of admiration. Said one top manufacturing exec: "I don't know how Capcom did it, whether it was by accident or design. But who cares? The point is, they created a game which players are crazy for."

### PRODUCTION PLANS: FULL STEAM AHEAD

Introducing the game at ACME, Capcom had originally said Champion Edition would be produced in limited quantities, noting that plenty of Street Fighter IIs had already been sold. In fact, the run on that game was so long, Capcom admitted, that the factory had several new titles "backed up in the pipeline" and they were anxious to get started building them.

Now that's all changed. Dealers and operators nationwide are clamouring for more games, so "Champion Edition is no longer a limited edition," Backer said. "We're building them as fast as we can to meet everybody's needs. People at Dynamo and 3-Koam are even working on Saturdays! We plan to build Champion Edition through the summer and are doing our utmost to get the game out." He added that Capcom had decreed no limit on U.S. production. (Heavy demand and relatively short supply of the game in the U.S. was aggravated by a significant number of parallel imports from overseas.)

### DEMAND FOR 'MEGA-HITS'

One note of irony about the success of Champion Edition: operators have spent the last several years going to trade shows looking for "another Pac-Man," only to have the so called experts tell them not to be so demanding. Such phenomenal hits only happen rarely, said the experts. Operators were told they should not judge the success of an entire trade show, or of the entire industry, on the presence or absence of a single mega-hit.

But such comments were not heard during this spring's ACME show. Instead, it's a safe bet that video factory execs were telling their designers: "I don't care what it takes, I want you guys to create another Champion Edition for this company!" As Louis Boasberg wrote in our last issue, the industry is fondly looking forward to the day when it enjoys the luxury of five, six or ten Street Fighter IIs at the same time. It's a lovely dream... but meanwhile, traders are happily making the most of Capcom's bounty.